## **WEST Search History**

09/832138

DATE: Friday, April 11, 2003

Set Name Query side by side		Hit Count	Set Name result set
DB=USPT; PLUR=YES; OP=OR			
L21	18 and scene adj graph and higher near level and traverse	3	L21
L20	18 and scene adj graph and higher near level and traverse and pipeline and OPENGL	0	L20
L19	18 and LOD and scene adj graph and higher near level and traverse and pipeline and OPENGL and pipeline	0	L19
L18	shading adj algorithm and level adj detail and graph	1	L18
L17	shading adj algorithm and level adj detail and scene adj graph	0	L17
L16	shading adj algorithm and level adj detail and retained near mode and pipeline and traverse	0	L16
L15	L13 and level adj detail and pipeline and traverse and scene adj graph and shad\$	0	L15
L14	L13 and level adj detail and pipeline and traverse and scene and graph	2	L14
L13	((345/420)!.CCLS.)	436	L13
L12	19 and scene adj graph	4	L12
L11	L8 and level adj detail and traverse graphic adj pipeline and reflective adj map	12	L11
L10	L9 and reflective adj map	0	L10
L9	L8 and level adj detail and traverse graphic adj pipeline and bump adj map	29	L9
L8	((345/428)!.CCLS.)	321	L8
L7	scene adj parameter and shading and OPENGL and pipeline same graphic	5	L7
L6	12 and higher-level adj appearance	0	L6
L5	12 and higher-level	8	L5
L4	12 and retain-mode	0	L4
L3	L2 and graph and pipeline and traverse and geometry and appearance	1	L3
L2	((345/440)!.CCLS.)	607	L2
L1	higher-level near appearance and graph and scene and traverse and (345/\$.ccls.)	0	L1

END OF SEARCH HISTORY